



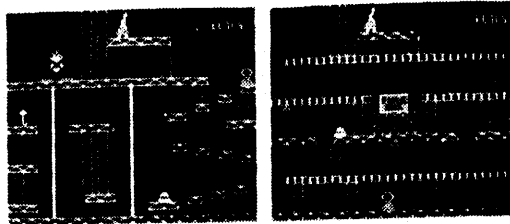
**TOM MIX SOFTWARE**  
4285 BRADFORD N.E.  
GRAND RAPIDS, MI 49506

# "THE KING"

"A Color Computer Classic"  
© 1983

## \*\*\*\*ARCADE ACTION\*\*\*\*

How high can you climb. Plays like the popular arcade game. Outstanding graphics and sound. Two players.



**JOYSTICKS REQUIRED**  
**32K MACHINE LANGUAGE**

**\$26.95 TAPE**

**\$29.95 DISK**

TAPE (LOADM) DISK (LOADM "KING") Program will auto execute

When you execute the program the first thing you will see is "Load High Scores Y/N". If you have previously saved your high scores then hit yes, if not hit no. If you hit yes the screen will then prompt you "Disk or Tape (D/T)". If you saved the scores on disk then hit "D". If you saved them on tape then hit "T" and follow the screen instructions. Next a red screen will appear. Hit <ENTER> if the screen is red. If the screen is either green or blue hit <SPACEBAR>. Next choose the number of players (1 or 2) and select if a practice game (12 men) or a regular game (3 men). [NOTE: You cannot enter a high score at games end if you are in a practice game.] Players use the joysticks. The joystick causes the man to move and the fire button makes him jump.

There are four screens in this game. (1) Barrels (2) Pins (3) Jacks (4) Conveyors. However you will return to screen one after each of the screens. When you have the hammer the fire turns green and of course you obtain extra points for all that you destroy with the hammer. The "L" in the upper right corner of the screen begins to flash when your hammer power is about to run out.

You must walk over all of the pins on screen two before going to the top to rescue the maiden. The object of the game is to obtain the highest possible points while working your way to the top of the screen.

The "P" key will pause the game in progress. Hit <ENTER> to resume. The "R" key will return you to the number of players screen at any time. When the screen displays game over and you wish to play again hit the "SPACEBAR".

To enter your score on the score table at the end of the program you must be playing a regular game. Simply place the cursor over the letters of your initials and press the fire button. After you have entered your initials place the cursor on the "end" and press the fire button.

To save the score table for entry into your program the next time you play, you do so at the display mode at the end of a game where the screen is showing you the various screens and the scores. This will come up at the finish of a game or after you have entered your high score. At this point hit "S" and your screen will return to basic. Next type EXEC 5000 and hit ENTER. You will see "SAVE SCORES TO DISK OR TAPE (D/T)". If you enter "D" make sure you first have a formatted disk in Drive 0. If you hit "T" make sure you have a blank tape that is off the leader in your recorder. \*\*\*DO NOT USE YOUR "KING" TAPE TO STORE SCORES. AS YOU WILL WRITE OVER THE TOP OF THE PROGRAM.\*\*\*

All Tom Mix Software is sold on an as is basis. No warranty is expressed or implied except that the program will load. Copies of this program may not be made without the express permission of Tom Mix Software.